H.E.A.D HUNTER

REDEMPTION™

MATURE 17+

CONTENT RATED BY ESRB

AMUZE™

SEGA®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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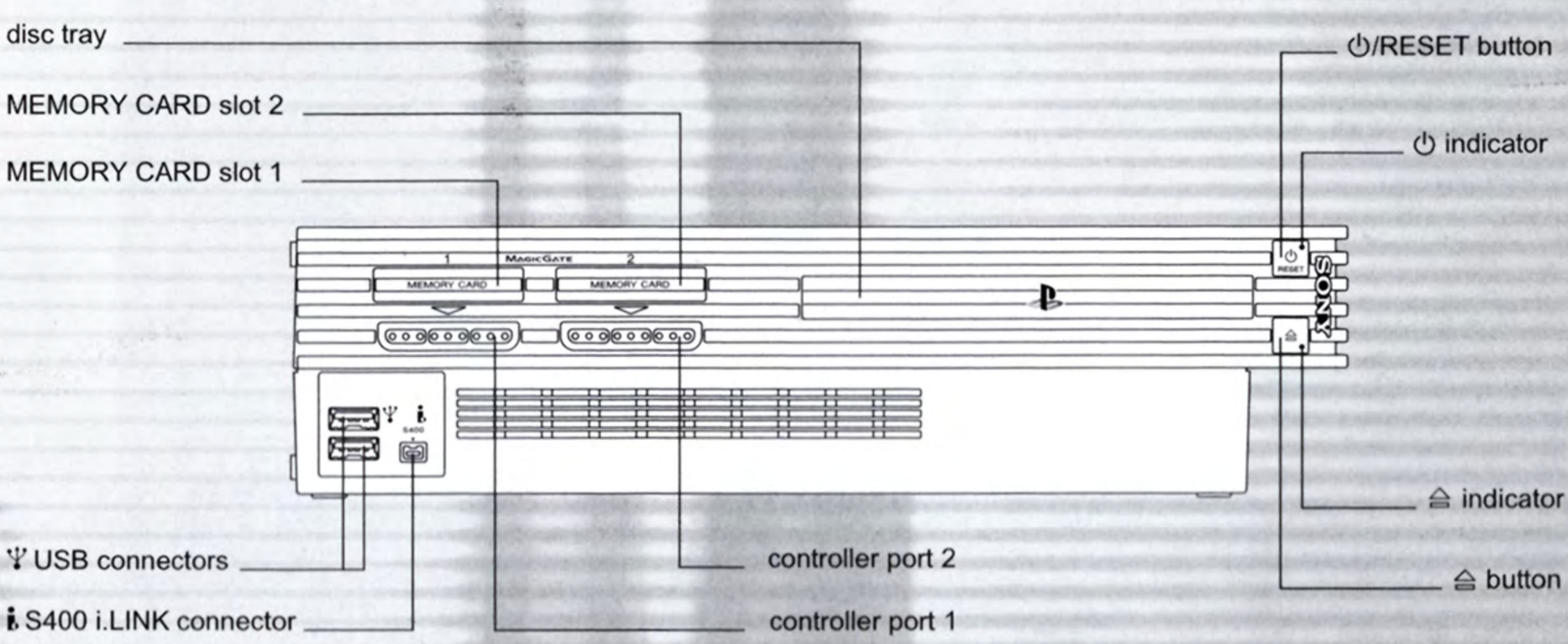
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure that the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **HEADHUNTER: REDEMPTION™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

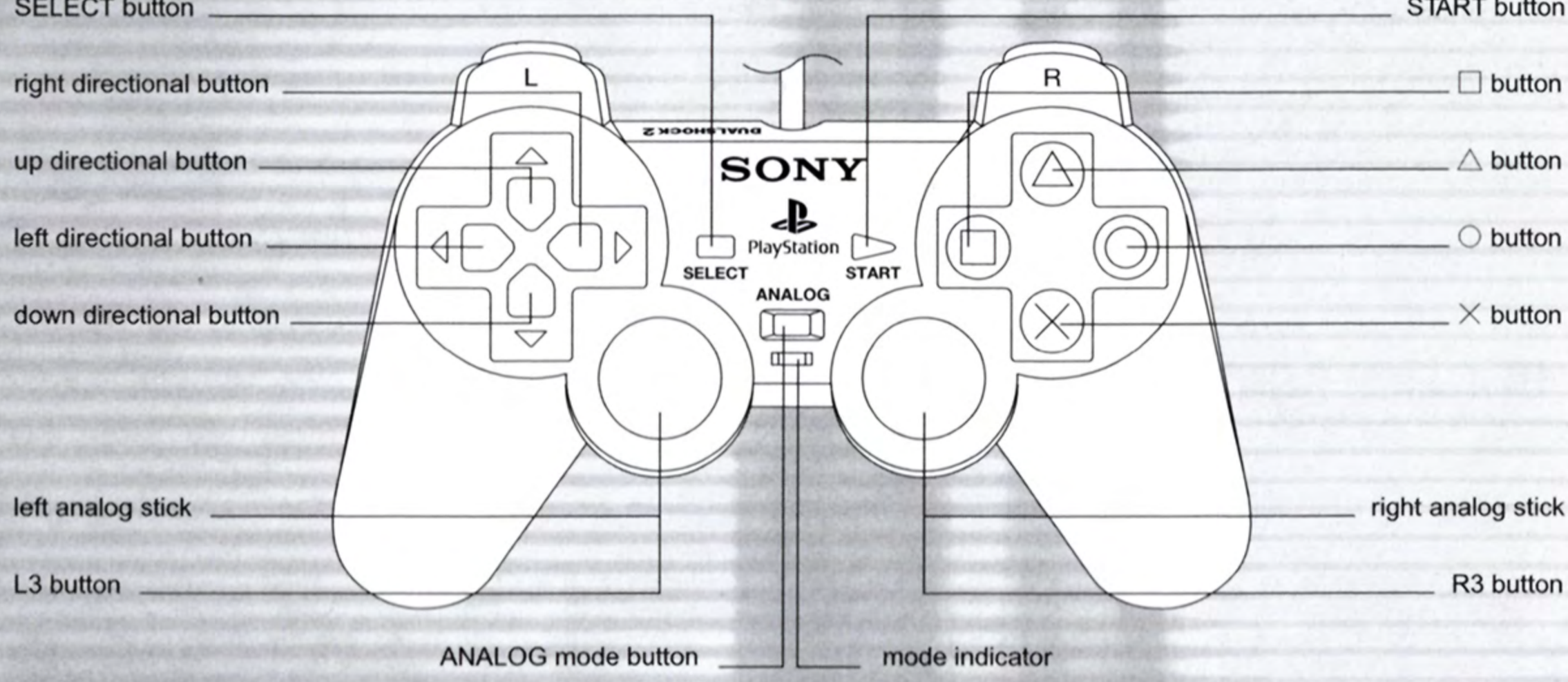
MEMORY CARD (8MB) (FOR PLAYSTATION®2)

HEADHUNTER: REDEMPTION requires a memory card (8MB) (for PlayStation®2) to save your game. Insert the memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 before you turn on the game. A minimum of 215 KB of free space is required to create a Save File. Do not switch the power to OFF or remove the memory card (8MB) (for PlayStation®2) while saving or loading a game.

To access your memory card, insert your memory card into MEMORY CARD Slot 1.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURTIONS



The vibration function can be adjusted by selecting Vibration from the Controller Options menu regardless of whether the mode indicator on the controller is ON or OFF.

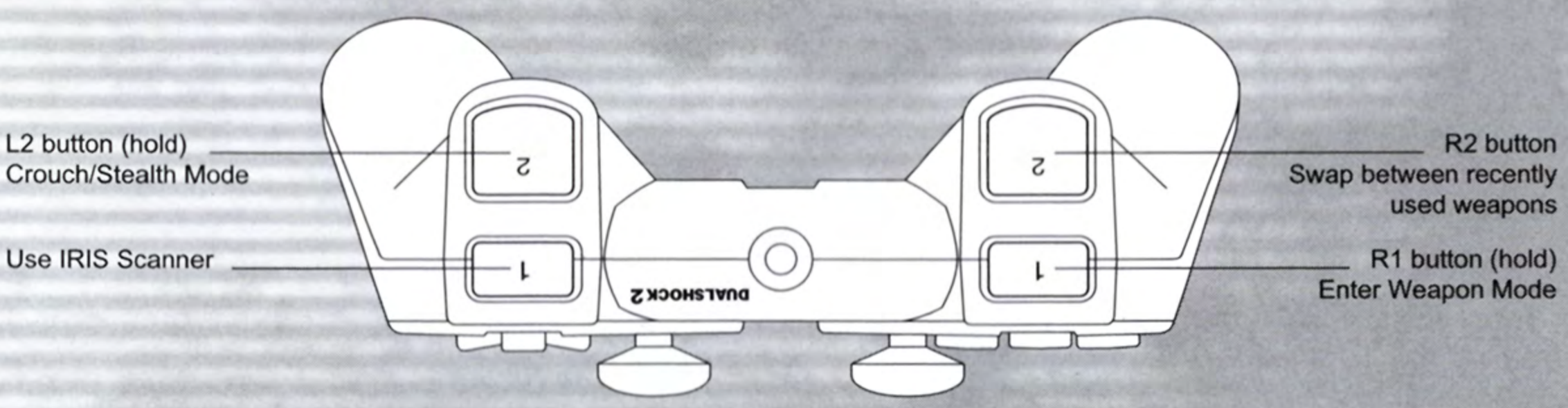
Please note: **HEADHUNTER: REDEMPTION** only supports use of the analog controller (DUALSHOCK®2).

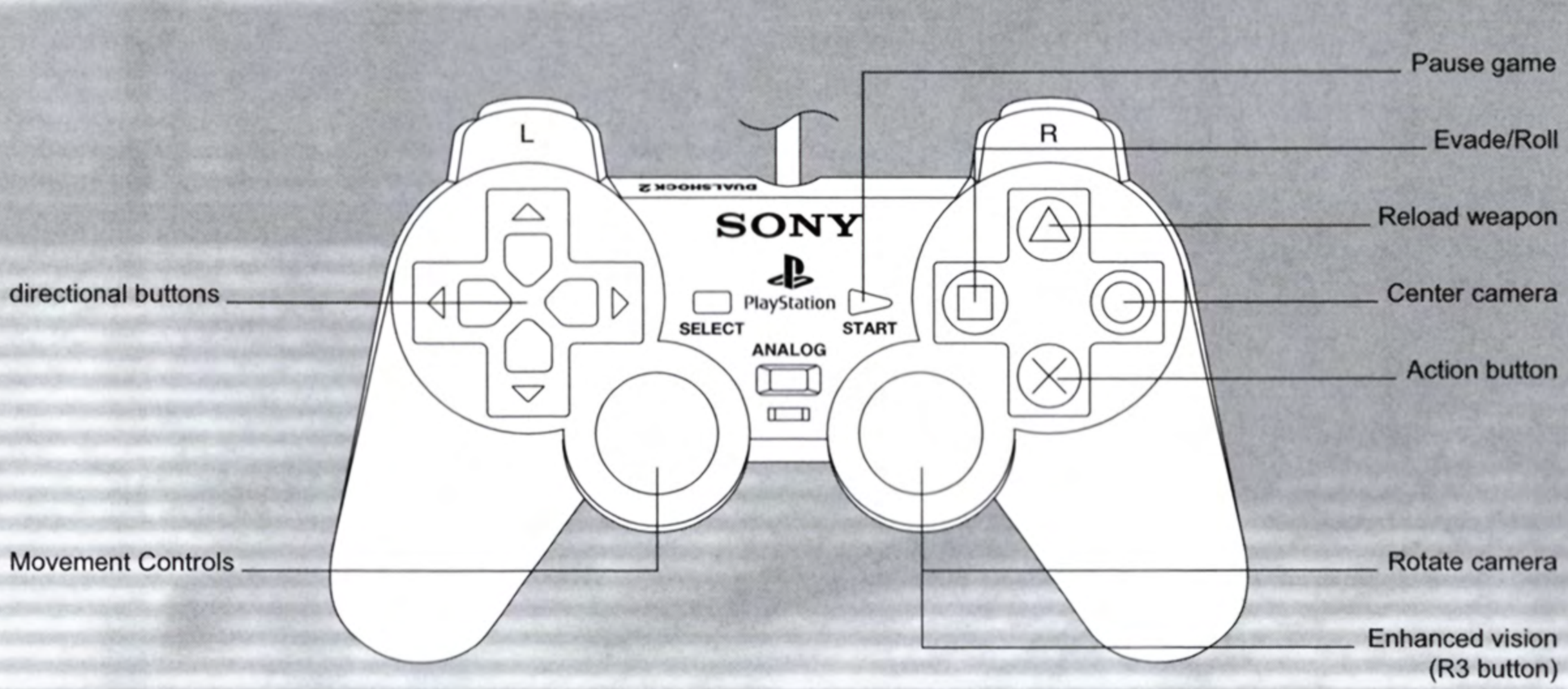
NAVIGATING THE MENUS

The menu screens in **HEADHUNTER: REDEMPTION** can be accessed using the following controls:

Highlight Menu Option	left analog stick / directional buttons ⇧⇩
Confirm a selection	⊗ button
Alter Menu values	left analog stick / directional buttons ⇦⇨
Return to the Previous Menu	△ button

IN-GAME CONTROLS





Weapon Mode Controls

Fire Weapon	⊗ button
Throw grenade	◎ button
Move forward	left analog stick ⇧
Move backward	left analog stick ⇩
Strafe left	left analog stick ⇦
Strafe right	left analog stick ⇨
Roll/cartwheel	▣ button
Change target	tap right analog stick ⇦⇨
Rotate character	hold right analog stick ⇦⇨
Adjust aim	right analog stick ⇧⇩

Scanner Controls

Look up	left analog stick ⇧
Look down	left analog stick ⇩
Look left	left analog stick ⇦
Look right	left analog stick ⇨
Zoom in	right analog stick ⇧
Zoom out	right analog stick ⇩
Scan object	R1 button (hold)

IRIS Controls

Map	directional button ⇧
Rotate map up	right analog stick ⇧
Rotate map down	right analog stick ⇩
Rotate map left	right analog stick ⇦
Rotate map right	right analog stick ⇨
Pan map up	left analog stick ⇧
Pan map down	left analog stick ⇩
Pan map left	left analog stick ⇦
Pan map right	left analog stick ⇨
Zoom map in	R2 button
Zoom map out	L2 button
Inventory	directional button ⇦
Highlight items	left analog stick/ directional buttons ⇧⇩⇦⇨
Use items	⊗ button
Code Breaker	directional button ⇨
Activate software	⊗ button
Select/de-select pixel	⊗ button
Objectives	directional button ⇩
Cycle through IRIS screens	L1/R1 buttons
Exit IRIS	△ button

INTRODUCTION TO THE HEADHUNTER WORLD

Following the cataclysmic events spawned by the spread of the Bloody Mary Virus, the city has erupted in chaos. Millions were wiped out before a vaccine from the Stern Corporation put a stop to the deadly disease. As law and order collapsed in the face of this tragedy, a new disaster struck in the form of a calamitous earthquake that shook the city to its core. But out of the ruins emerged a new order. Two distinct yet dependent societies were divided into separate worlds: Above and Below.

In a world of corporate rule and media manipulation, nothing can be taken at face value. Pursuing the truth behind a terrorist threat, veteran Headhunter Jack Wade and his rebellious apprentice, Leeza X, are led into the greatest danger of their lives.

Each must face their darkest fears... **together they must redeem a world facing chaos...**

ABOVE AND BELOW

ABOVE

The world Above is a sunny, sterile, glass and chrome city. A high-rise, high-tech metropolis served by elevators and elevated freeways. The perfect twenty-first century money machine promises safety and comfort for the hard working and law-abiding.

Medical advances mean organs are no longer currency. People live longer, healthier, more productive lives, bombarded by media which reinforces the image of an ideal society. It's a powerful state with strict laws, harsh punishments and rich rewards.

Those who do not conform are punished as misfits and sent to the labor colonies Below. Few see this as unreasonable or unjust.

But Above is not without its enemies.

BELOW

A network of subterranean labor colonies, Below is not a prison, but the place where everything not wanted Above is sent. Criminals and undesirables, misfits and dropouts abide along with industrial pollution and scientific experiments...

The world Below is mainly the product of earthquake damage. Colonies have been constructed within natural craters and fissures, added to by excavation. Some remains of the old city still stand alongside these purpose-built structures.

Criminals are sent to the harshest colonies, those involving hard labor. Lesser offenders and non-criminals live in the relatively more pleasant areas. The most oppressive colonies are located the furthest Below, while more 'white-collar' areas are closer to the precious daylight.

Each colony Below is a self-contained community, compelled to be productive in exchange for necessities from Above. However, passage between colonies is restricted, and access to Above is prevented by the harsh terrain and ferocious machines that guard all routes out.

Despite this, some inmates, so-called Migrants or 'Migs', have found ways to reach the surface where they have joined with the terrorist Opposition Network to commit acts of sabotage against the city.

The fight against the Opposition must be taken to the colonies. Though not all inmates Below will be a Headhunter's natural enemy, they are unlikely to be his ally either. And his real foes have deeper, darker motives...

THE MAIN MENU

This screen gives you the opportunity to:

- **Start a new game**
- **Load a saved game**
- **Change game Options**
- **Access Citizen Mediabank**

After watching the opening movies, you will start the game as Leeza X and you will be in Jack's HQ.

There are no HUD items on display because you haven't picked up the IRIS yet (Intelligent Realtime Information Scanner). If you direct Leeza around to the other side of Jack's HQ, you will find the IRIS system on the floor. Walk up to it, pick it up, and initialize the IRIS.

HUD

Once you acquire the IRIS system, a radar will appear in the top right corner of the screen. This radar will show you a map of the level you are in (only areas you have explored will be shown unless you have downloaded map data from a dataport) and the location of enemies.

You will also notice that by pressing and holding the R1 button you can now enter Weapon Mode. After drawing your gun, HUD items will appear in the bottom right corner of the screen. These new icons show your health, selected weapon, and the ammo for that weapon (loaded ammo/available ammo).

TARGETING AND FIRING

When facing enemies or target objects, press and hold the R1 button. A target icon that represents your aim will appear and hone in on the target you are pointing at. When the target has been fully acquired, an icon will appear under the radar indicating the health of the enemy.

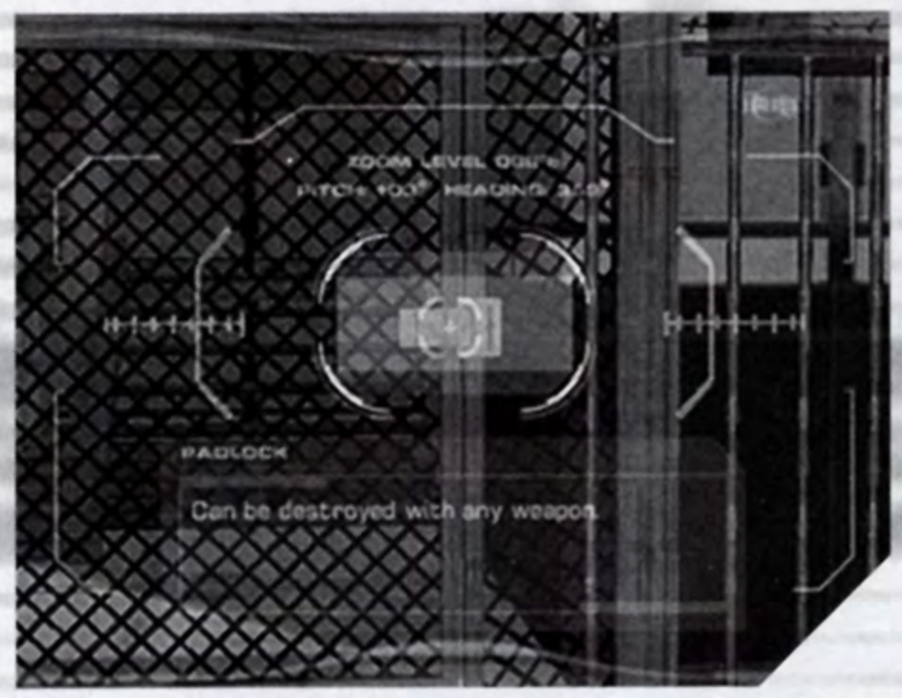
Press the ⊗ button to fire directly at the target. You will automatically switch to the next available target when a target is destroyed. To manually change targets, tap the right analog stick ⇨⇦.

If you press the ⊗ button when you have no bullets left in your clip, you will automatically reload your gun. To manually reload your gun, press the ▣ button at any time (you must have ammo available).

THE ACTION BUTTON

In many situations through your adventures, the Hero will be able to interact with objects. When such an opportunity exists, an icon of the ⊗ button will appear in the bottom left corner of the screen. Press the ⊗ button to interact with objects, such as boxes and ladders. Look out for the Action button throughout the course of the game to help you!

IRIS
Scanner



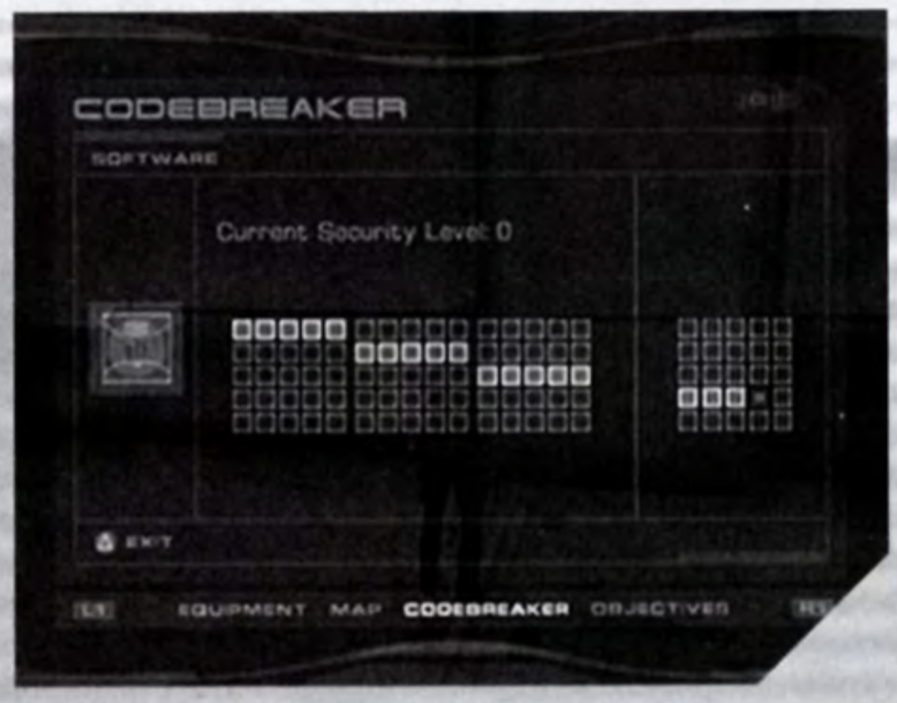
When facing objects, press the L1 button. This button activates the IRIS scanner. Use the Left analog stick to move the scanner and use the right analog stick to zoom in and out. When the scanner reticule passes an item of interest the item will flash. Press and hold the R1 button to actively scan the item. When the item has been scanned, information will be shown on screen.

Some items can be targeted by your gun once they have been scanned. To aim at an item that is being scanned, press the ⊗ button while keeping the R1 button pressed.

-NOTE- Active use of the scanner throughout **HEADHUNTER: REDEMPTION** is recommended

Inventory

By pressing the ⇦ directional button, you will be able to access your inventory. Within the inventory, you can change weapons and also select any items you have picked up along the way.



Code breaker

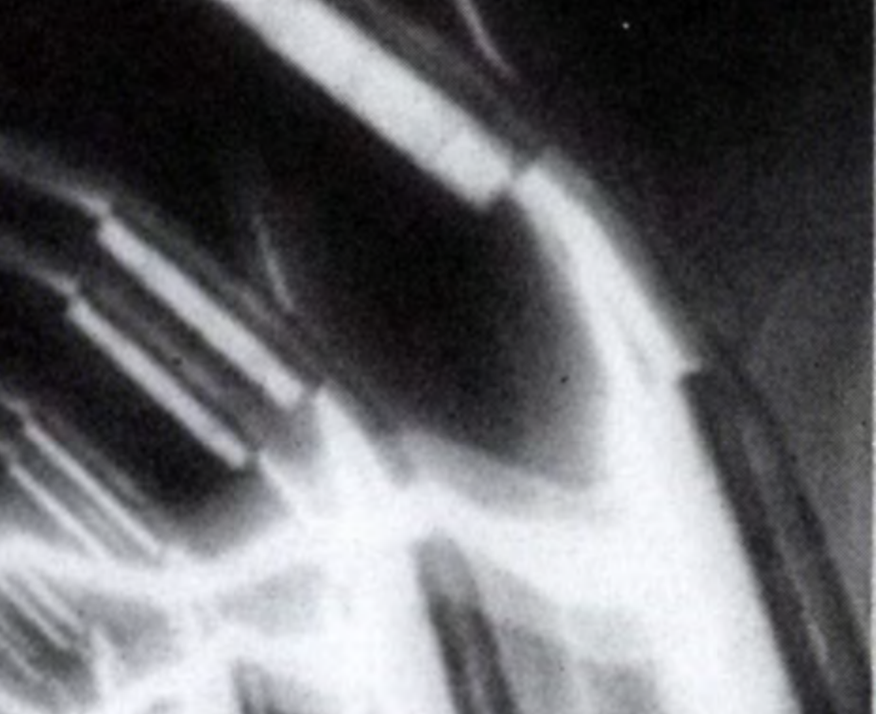
By pressing the ⇨ directional button, you will be able to access your code breaker. The code breaker software must be acquired. Once you have gained the software, you will be able to break security codes and gain access to new areas.

Map

By pressing ⇧ directional button, you will be able to access your map. Use your map to orientate yourself around the level and see areas you have not explored yet.

Objectives

By pressing the ⇩ directional button, you will be able to review your current objectives. These objectives will help you complete the game.



Saving

Dataports are checkpoints within the game. Every time you use a dataport, a checkpoint is set which logs your position and game status. Once the dataport has been used, you simply have to press START to show the pause menu and select SAVE GAME. **HEADHUNTER: REDEMPTION** will then save your game at the last dataport accessed.

PRINCIPAL CHARACTERS

Jack Wade

Twenty years older, wiser and battle scarred, he is, was, and always will be a Headhunter. Today he keeps the streets 'Above' clean of criminals, capturing Migs (Migrants) who have escaped from 'Below' and tracking Opposition agents and saboteurs. Jack will have nothing to do with 'Below' as he's still suffering the loss of his son, who was snatched away in the tunnels.

Leeza X

We first meet her as a child of six, terrified by her gun-crazed father, who Jack shoots on a routine mission. She was told that he was dead, and was then raised on a citizen farm and renamed Leeza X, erasing her family name. Rebellious by nature, she turned to being a street kid and worked the black market. When we rejoin her in her mid-twenties, she's no longer vulnerable, but tough and resourceful, quick-witted and sharp tongued, high-spirited and sexy, a force to be reckoned with.

STERN CORP

Angela Stern

Now in her 40s, Angela has assumed control of the Stern Corporation, running it with an iron fist.
By helping implement a new system of forced labor 'Below', she has made her company more rich and powerful than ever before. The loss of her and Jack's son made her hard and embittered, relentless in pursuit of a crime-free society. She no longer has anything in common with Jack. She respects his skills, but resents his lack of ideals and blames him for the loss of their son.

THE OPPOSITION

MIGS

MIGS are the dangerous criminals 'Below'.
They have managed to arrange routes between colonies and also to 'Above'. MIGS and Headhunters do not see eye-to-eye and all MIGS should be treated with caution by all Headhunters.
The Opposition network has tapped into the MIGS network and uses them for all their activities.

MW3M

A legendary figure who has acquired near-mythical status both 'Above' and 'Below'. To the inmates he is a mysterious but charismatic leader; the one man capable of challenging those 'Above'. He is believed to be the leader of the 'Opposition Network'.

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Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- web site..... http://www.sega.com
- e-mail..... support@segaamerica.com

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